eCommerce Engineering Minor

This interdisciplinary minor, created in collaboration with IBM, is intended for students interested in careers in eCommerce-related applications development and information technologies, including enterprise development, systems analysis and architecture, data warehousing, and data analytics.

eCommerce, in the form of business-to-consumer (B2C) or business-to-business (B2B) commerce, now makes up the majority of commerce in the United States. Much of this activity is "hidden" from end consumers. eCommerce includes not just web-based sales to consumers, but the technology and business processes integrating complex multinational supply chains and the collection and analysis of market-related data from both traditional point-of-sale and web stores, as well as from Internet of Things (IoT) devices, such as mobile phones.

Technologies and business practices have evolved rapidly in eCommerce, and there is a high demand for employees with expertise in these systems. The purpose of this minor is to familiarize technically oriented students with the business processes and strategic issues underlying eCommerce systems, as well as develop a mastery of the design, development, and implementation of eCommerce software systems.

Program Requirements

To earn an eCommerce engineering minor, a student must complete 18 credit hours of coursework:

- An introductory object-oriented programming course (IE 2060 or CSC 1253 or CSC 1350 or ISDS 3107)
- An introductory database/SQL course (IE 4425 or CSC 4402 or ISDS 3110)

View the minor flowchart below:

For more information on the minor, please contact:

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